



ALAMEDA RECREATION AND PARK DEPARTMENT
(510) 747-7529

ALAMEDA ADULT SLO-PITCH LEAGUES **PLAYING RULES AND REGULATIONS** **MEN AND COED LEAGUES**

NOTE: The Alameda Recreation and Park Department Slo-Pitch Leagues will play the current official Slo-Pitch Amateur Softball Association (A.S.A.) rules except for local Departmental rules.

RECREATION PHILOSOPHY

The purpose of these organized leagues is primarily for the enjoyment and participation of the players and spectators. To become overzealous and take the attitude of “win at all costs”, even if it involves cheating, is not in the spirit of the rules and what the game is all about. Alameda Recreation and Parks urges very strongly that all team managers impress upon their teams the idea of the “complete game” being played and all that sums up to good sportsmanship.

REGISTRATION AND ELIGIBILITY

1. All players must have graduated from high school or have had their class graduate from high school and be at least eighteen (18) years old.
2. Each team roster submitted at the beginning of the season must be a team roster with at least eight (8) players. Coed teams must have at least four (4) men and four (4) women.
3. The manager is not considered one of the players unless he/she participates in any league or play-off game.
4. To add or drop players, notify the scorekeeper at your park in charge of your league and give him the player’s name, address, city, zip and phone. Players are immediately eligible. **Do not notify the Office.** Teams having entered the league as a resident team (75% residents) must maintain this level throughout the season. Failure to maintain the resident status will result in an additional \$50 charge.
5. Teams may add or drop players at any time during the course of the season. Players must play in three regular season games to be eligible for the playoffs.
6. To be eligible for any play-off or championship games, a player must participate in a minimum of three regular scheduled league games, with his/her name appearing in the official score book.

NOTE: Managers are urged to contact the Recreation Office 48 hours prior to their play-off or championship game to determine their eligible players if there is any doubt. A charge of \$10 will be made if a team requests the checking of eligibility of any opponents involved in the playoffs.

7. Inquiries as to an ineligible player must be made before the first inning is completed or as the player in question takes his position in the field or while at bat for the first time.
8. Any game, in which it has been determined that an ineligible player has participated, shall result in an automatic loss to that team with no replay of the game.

REGISTRATION AND ELIGIBILITY (CONTINUED)

9. Upon demand of the game officials or field director, a player whose eligibility is being questioned must furnish proof as to his identity. Players refusing to furnish proof will not be allowed to play in the game in question.
10. Teams are cautioned that if a player is asked for proper identification by the field director or scorekeeper, and subsequently participates knowing full well he is ineligible, said team faces the possibility of being dropped entirely from further league play.
11. A player establishes his/her team for the season whenever they take part in one league game. Players may not, under any circumstances, be released to play for another team.
12. Players are permitted to play for unlimited number of teams, but not on the same night.
13. If any player is detected playing on more than one team per night, each game that he/she played in will result in an automatic loss. It is imperative that managers inform their players of this rule, as it is your complete responsibility.

GAME TIMES AND PROCEDURES

1. Game time is forfeit time.
2. All league games are 7 innings OR 1 hour and 5 minutes, whichever comes first. No new inning will begin one hour and five minutes after the official starting time. The scorekeeper's countdown game clock is the official clock used to determine game time.
3. The last game at any park will not start after 9:15 p.m. If the last game is not played due to the 9:15p.m. time stipulation, the game will be replayed at a later date.
4. It is the manager's responsibility to check with the Home Plate Umpire for the official starting and ending times.
5. It is also the responsibility of both managers to check and confirm with the umpires the exact number of runs scored following their turn at bat.
6. If a game is still tied after the one hour and five minute time limit, the game will be terminated and each team will receive (1) point. Two (2) points will be awarded to a team that wins a game.
7. If teams cannot mutually agree on a "dugout", then the umpires will assign the home team for that game to the first base "dugout".
8. If a game is delayed because of an injury or light failure, the delayed time will be added when play resumes. If four completed innings have been played, the game stands. If not, the game will be replayed in its entirety at a later date, **ONLY** if the game has a bearing for a possible play-off position involving any team.
9. There will be no postponement of games. No game time will be switched or games postponed due to conflicts with other league or tournaments.
10. If a game is rained out or called off due to unplayable field conditions, teams are to follow the next scheduled league game and date listed on the schedule. In case of inclement weather or uncertain field conditions, team managers are urged to contact the **Alameda Recreation and Park Department Sports Weather Hotline at 747-7540** after 2:00 p.m. **DO NOT CALL BEFORE 2:00 P.M.**

11. Game officials will not tolerate undue delays in an effort to prolong the game to reach the time limit.
12. If, in the opinion of the game officials, a team is making a travesty of the game, such game will be terminated and forfeited accordingly.
13. A 15 run rule after 5 complete innings (or 4½ if home team is winning) will terminate that game. A 10 run rule after 6 complete (or 5½ if home team is winning) will terminate that game.
14. If unnecessary remarks, gestures or other forms of taunting and agitating are directed towards any opponent or game officials, the umpires without warning may: eject the player(s) from the game. Any ejected player(s) will also be suspended from the next game.
15. For safety reasons: children, animals and bicycles are prohibited from the dugout areas. Each team will be allowed one batboy or batgirl (10 years or older).

MANAGERS AND TEAM RESPONSIBILITIES

1. It is the manager's responsibility to have on file with the Alameda Recreation and Parks his/her name, address, home phone and business phone. The manager is responsible for his/her conduct, the picking up of all league materials, i.e. rules, schedules, rosters, protest forms, etc. Failure to obtain the necessary information required for each team during the entire league and play-off season rests with the designated team manager listed on the official team application on file with the department.
2. Managers are responsible for the behavior of their fans. Failure to control your fans can result in forfeiture of the game.

PROTESTS AND FORFEITS

1. If a team forfeits due to not having the required number of players at game time, a \$25 fee must be paid at the Recreation Office before the next scheduled game. Failure to pay the fee will result in that team being dropped from league play.
2. **If any team forfeits three nights, they are automatically dropped from the league and the entry fee NOT refundable. Teams that are dropped are removed from next year's mailing list and must re-apply as a new team. Any games won or lost stand as played. Forfeits are considered game(s) where teams are not able to field 8 players to start a game.**
3. Umpires **CANNOT** and **WILL NOT** officiate forfeited games. **Please do not ask.**
4. A team failing to show up therefore, forfeiting a possible play-off game will automatically forfeit their position to re-apply the following year.
5. **Notification that a game is being played under protest must be given to the plate umpire at the time of the incident. The umpires will then notify the other team and field director that the game is being played under protest, and the game will continue. The protesting team must submit in writing its basis for the protest, accompanied by a \$25 protest fee, to the Alameda Recreation and Parks office within 24 hours after the game on an official Protest Form to be furnished by the Scorekeeper on duty.**
6. Failure to comply with any of the above points will cause the protest to be invalid.
7. Alameda Recreation and Parks will only accept written protests, from the team's designated manager on file with the department. The team's designated manager on file with the department may phone to follow up on a protest.

PLAYING RULES (Coed and Mens)

1. Eight (8) players constitute a team for all leagues: A Coed team must have at least 4 men and 4 women to begin play. If a Coed team has only eight (8) players, an automatic out will be called when the ninth or tenth position respectively is due to hit. Playing with Eight (8) players in the Men's League will result in an automatic out in the ninth spot.
2. A team must have the required number of players present to play and also to continue the game.
3. **Under NO circumstances may a team continue play without the required number of players regardless of the situation if unable to continue without eight (8) players the game is terminated at that point and results in an automatic loss to that team, regardless of the score.**
4. Alameda Recreation and Park leagues allow the use of a continuous batting order. However, in coed you must have an equal number of male and female batters. It will be known as the "Extra Hitter Rule" (E.H.).
 - A. An E.H. can be placed anywhere in the batting order. If an E.H. leaves the game for a pinch hitter or pinch runner, that person now becomes an E.H. The starting E.H. may re-enter the game once he or she is removed from the game. An E.H. MAY play defense.
 - B. Coed teams must use two (2) extra hitters if they choose to use an E.H. The two E.H.s must be a male and a female. In Coed, if a player is forced to leave the game early, and there is no substitute available, then an automatic out shall be declared each time the missing player is due to bat.
5. A team may start a game and drop to eight (8) without forfeiting the game. If a player must leave the game due to injury or emergency, and there is no substitute, that player's position in the batting order is dropped. If a player leaves the game due to ejection, and there is no substitute, an automatic out will be called when that batter is due up.
6. Official umpires shall be provided by the Recreation Supervisor and shall have full authority over players and managers at all times.
7. Unsportsmanlike Conduct (Including "Casual Profanity")
 - Players, coaches, managers, or other team members will not make disparaging or insulting remarks to or about opposing players, coaches, managers, officials or spectators, use expletives that may be heard by those in the stands and surrounding areas of the playing field, or commit other acts that could be considered unsportsmanlike. These will be defined as an Unsportsmanlike Conduct Violation.
 - Both teams will be issued a warning on the first instance of an Unsportsmanlike Conduct Violation. Thereafter, an umpire shall have the authority to assess an out penalty against the offender's team with each subsequent violation.
 - There can be only one out assessed against a team during a play. After the next legal or illegal pitch has been thrown, an additional penalty may be assessed if the unsportsmanlike conduct persists.
 - All play that occurs on the field stands and the umpire shall assess the unsportsmanlike penalty after the play has been completed. This will be handled as a delayed dead ball situation.
 - If there is an unsportsmanlike violation assessed against the defense, then the team at bat shall be awarded an extra out during their turn at bat. This shall be accomplished by subtracting one out from the number that exists at the time the penalty is imposed. If no outs exist at the time then the offensive team's first out shall not be recorded.

- If there is an unsportsmanlike violation assessed against the team at bat, then an extra out is recorded against that team. The next batter is not affected he or she shall take his or her time at bat. If the offensive team commits the violation in the process of making its last out of the inning, then the team coming to bat will be awarded an extra out.
- 8. **Strike zone is home plate and strike mat. Any ball hitting either home plate or the rubber mat behind the plate is a strike.** Any arguing on the judgement of balls and strikes will constitute a team warning. Any repeat offense shall result in the ejection of that team member.
- 9. If the order for ejection of a player, **manager or coach** is not obeyed within one minute, the game will be cancelled.
- 10. Batting out of order will be as follows: defense will not be penalized and all outs will be counted.
- 11. **All plays at the plate are force plays. Runners need only to cross a line, drawn from home plate to the backstop, before the catcher has the ball and is standing on home plate, to score. Contact with the catcher, or if the player touches home plate, will result in the runner being called OUT. (Men's) – All Men's C leagues will have plays at home plate. All other leagues will have a force out at home plate.**
- 13. A "Commit" line will be drawn 25 feet before home plate. Once a runner crosses the "Commit" line they must continue to the scoring line.
- 14. Anytime a batted ball hits trees that are in play it is a ground rule double. (Leydecker and Lower Washington).
- 15. A foul tip no longer has a height limit. If the ball is foul tipped it is an out.
- 16. A tie in the standings will be broken by head to head first.
- 17. All batters will start with a one and one count. If the batter hits a foul ball on the third strike they will get one more pitch. This is an official ASA rule (2009) both men's and coed
- 18. Designed runner rule- each team can name a designed runner for the game , the scorekeeper must be notified of who the runner is going to be before the game starts. If the designed runner is put in the game to run and there turn comes up in the line –up and they are on base that will be an out.

PENALTIES FOR BEING EVICTED FROM ANY GAME

1. If thrown out by umpire over a disputed call, an automatic one-game suspension starting with the next game.
2. If thrown out for fighting, the severity of the incident will determine the length of the suspension.
3. If thrown out for foul language, roughing or pushing of an umpire or field director, or other acts construed to be of such unsportsmanlike or violent nature detrimental to the well being of the game, the player(s) involved will be suspended for the remainder of all further league games, including play-offs, and championship that his team may be involved in. The severity of the incident could also result up to a maximum of five (5) years suspension.
4. All suspensions start with the next scheduled league, play-offs and/or championship game(s) when applicable.
5. When any player is suspended for the remainder of the season, he/she will receive written notice within one week of the incident involved, and upon request, may ask for and receive a hearing from the Recreation Supervisor.

6. The Recreation Supervisor may add additional games to any suspension at his discretion.
7. Players are prohibited from wearing any metal-type shoe and cleats. Players must wear some type of athletic shoe, preferably all-purpose rubber or plastic-cleated type. **PLAYERS MAY NOT PLAY BAREFOOT.**

If a player is detected during the playing of a game wearing illegal shoes of any kind, the penalty is as follows:

- a. If at bat, the batter is declared out.
- b. If on base, the runner is declared out.
- c. If in the field, the player has two minutes to replace the illegal shoes with proper molded rubber or plastic-type shoes. If not done within two minutes, the player is removed from the game.

The above shoe infractions may be called by any opposing player, umpire or field director.

8. The umpire may call a batter out, and/or remove the player from the game, for throwing their bat after the swing and endangering a player or umpire. All players should drop the bat after they hit the ball.

PLAY-OFF AND CHAMPIONSHIP GAMES

1. **FALL LEAGUES**

- (A) Top four (4) teams qualify for playoffs.
- (B) No point for team that finishes first in the league.
- (C) First place plays fourth place and second place plays third place. The two winners then play.
- (D) Playoff games will have a time limit and run rules.
- (E) The League Championship game will not have a time limit, but will have run rule.

15 individual awards will be given to the Champion of the league playoffs.

2. If there are ties for any play-off positions, teams will be determined by the following method:

- (A) Head to head record.
- (B) Record vs. teams above (starting with the first place team)
- (C) If more than two (2) teams are tied for first, the combined head to head record of the teams tied against each other.
- (D) Flip a coin.

SPECIAL RULES SECTION - COED LEAGUES

1. Players must alternate their batting positions, starting by placing either a man or woman first and then alternate thereafter. Example: Male, female, male, female, etc.
2. If a Coed team has only eight (8) or nine (9) players, an automatic out will be called when the ninth/tenth position is due to hit.
3. Male and female players may play any position on the field.
4. **Once an inning has started, the team in the field must finish the inning with the players occupying the positions they started the inning with. There cannot be any switching during the inning. Exception: A pitcher may be relieved in mid-inning, one time only per inning.**
5. The Coed game will use the eleven inch ball when a female bats and twelve inch ball when a male bats.
6. It is recommended that managers instruct their better than average male players to allow female players to catch and throw the ball whenever the situation warrants and allow them to make the plays and be active participants.
7. Sliding is permissible for all players, but players must be aware and cognizant of the fact that injuries may result if the slider uses excessive force against the fielder. If the act is considered flagrant, the offending player is to be removed from the game.
8. For safety and injury prevention, any item considered to be dangerous by game officials may not be worn, and any player wearing such objects must remove them when requested to do so by game officials.
9. **USURP will only take place at home plate, a pitcher or fielder covering home plate instead of the catcher. A pitcher or fielder may cover home plate only when the catcher is pulled away from the position by virtue of an overthrow. The runner will be declared safe if this rule is violated.**
10. Any time a batter is walked, the following batter if he/she decision is to walk must notify the umpire of his or her decision to walk before stepping into the batter's box and then he/she will take second base. If the team is leading, by more than three (3) runs, no one shall be issued a free walk. All players must take their normal at bat.
11. A restraining line will be located at a distance of 180 ft. from home plate. All outfielders must remain in back of this line until the ball has crossed home plate. If any outfielder violates the restraining line, the umpires will award the batter and all runners one base or the result of any hit ball – whichever is greater.
12. **When a man walks, it is a double. He must go to second base. If there are less than 2 outs, either the man or women must hit – they can't take the automatic walk. If there are 2 outs then the batter may make the decision if they want to walk or hit.**
13. **A limit of five runs (5) per inning. When a team scores five runs, they will take the field defensively and allow the other team to come to bat. This rule does not apply to last inning.**
14. All batters will start with a 1-1 count. If batter hits a foul ball on the third strike. He or she will get one more chance.
15. **All batters will start with a one and one count. If the batter hits a foul ball on the third strike they will get one more pitch. Official ASA rule**
16. **Anytime a batted ball hits trees that are in play it is a ground rule double. (Leydecker and Lower Washington).**

GENERAL

1. Alcoholic beverages are not allowed in any City Park. Umpires and scorekeepers have the right to forfeit games if this policy is violated.
2. No smoking by any team member on the bench or playing field.
3. Anyone appearing on the field of play in an impaired condition will immediately be removed and not permitted to play.
4. Indecent language, obscene gestures, or any other act that reflects disgust or anger at an umpire or another player or opposing team is strictly prohibited. Players will be ejected from the game and face possible suspension.
5. In any of the above cases, umpires are to remove player(s) from the game and report the incident to the Recreation Supervisor and/or Program Coordinator for disciplinary action.

INSURANCE COVERAGE

The City of Alameda assumes no legal responsibility for personal injuries or thefts of private property while on or using City facilities. Each individual and/or group is encouraged to provide their own personal liability insurance for cases where injuries or thefts may occur. The manager is responsible for notifying his sponsor and all individual players on his/her team of this fact.

ACCEPTANCE AND PLACEMENT OF TEAMS

It will be the responsibility of Alameda Recreation and Parks through the Recreation Supervisor and/or Program Coordinator to organize leagues and place teams into leagues according and commensurate with their ability.

Team acceptance for league play rests entirely on the judgement of the Recreation Supervisor and/or Program Coordinator.

TEAM CONDUCT

All teams, players and team followers are asked to cooperate at the playing sites where their games are played by:

- (A) Parking in the designated areas at Washington, Woodstock and Leydecker Parks. Do not park in the Temple Israel Parking lot on Friday evenings. Please make no sharp turns on the Woodstock School parking lot.
- (B) Not using excessive noisemakers of any kind i.e., whistles, horns, paddles, etc.
- (C) Not littering in the park, parking lots OR residences.

LOWER WASHINGTON PARK GROUND RULES

- A. Four Bases----Any batted ball going over any fence in fair territory or over pathway on a fly.
- B. Two Bases----Any thrown ball after batted, if it goes out of play (in the dugout, over through or under a fence, **or on the cement walkway along the first, third base line and also outfield walkway over the cement** Any batted ball hitting branches of any tree, on the fly, or in fair territory. Light post in fair territory two bases.
- C. Out of Play----When a batted or thrown ball goes on the cement walkway along the first base line in foul territory.
- D. An imaginary or designated line from the third base fence extending to the walkway, any batted or thrown ball passing this line is out of play dead ball two bases. If a player catches and carry (all runners may advance one base).
- E. Any batted ball that is hit foul over the right field fence will be declared an out.
- F. If a batted ball hits a light pole that is on the playing field in fair territory, the ball is dead and two bases will be awarded.

UPPER WASHINGTON PARK GROUND RULES

- A. **Four bases----Any batted balls going over the net or fence in fair territory.**
- B. Two bases----Any batted ball bounding over, through or under a fence after hitting in fair territory.
- C. Two bases----Any thrown ball after batted, if it goes out of play (in the dugout, over, through or under a fence).
- D. Any batted ball that is hit foul over the third base line fence past the second light pole will be declared an out.
- E. **All balls will be live off the fence/net.**
- F. **Two bases – Any ball hitting light poles or telephone poles will be a dead ball two bases.**

WOODSTOCK PARK GROUND RULES

- A. Four bases----Any batted ball landing on the cement walkway on a fly, in fair territory OR any batted ball that is caught by a fielder while in contact with the walkway.
- B. Two bases----Any batted ball that rolls onto the cement area.
- C. Two bases----Any thrown ball after batted, if it goes out of play (in the dugout, over, through, or under the fence, on the cement walkway along the third base line or comes in contact with any bush along the first base line in foul territory.
- D. Two bases----Any fair-batted ball that comes in contact with trees or bushes in foul territory along the first base line.
- E. Ball is dead----When it is batted on the cement walkway along the third base line, a player may catch and carry (all runners advance one base).

- F. Any batted ball that is hit over the right field fence in foul territory will be declared an out.
- G. If a batted ball hits a light pole that is on the playing field in fair territory, the ball is dead and two bases will be awarded.
- H. **Woodstock Park: three "OUT OF THE PARK HOMERUNS" per team and thereafter every homerun will be a base hit.**

LEYDECKER PARK GROUND RULES

- A. Four bases----Any batted ball that is caught while fielder is in contact with the cement walkway or any batted ball landing on or beyond the cement walkway on a fly.
- B. Two bases----Any batted ball that rolls onto cement walkway.
- C. Two bases----Any thrown ball that goes out of play (in the dugout, over, through or under a fence).
- D. If a batted ball hits a light pole that is on the playing field in fair territory, the ball is dead and two bases will be awarded. Any batted ball hitting the trees that are in fair territory, is a dead ball two bases.
- E. An imaginary line from the third base fence extending to the walkway, any batted or thrown ball passing this line, in the judgement of the umpire, is out of play. A play may catch and carry (all runners advance one base).

Non Approved Bats

1. The Alameda Recreation and Parks will be using the ASA Non approved bat list. You can find the bat list at the ASA website.
2. Before the game starts each team will be asked to place all bats that will be used in the game out in front of the dugout so that the umpire may check all bats.
3. Any use of a non-approved bat once the game starts will be an automatic ejection.
4. Umpires will not police every inning for non-approved bats.
5. Managers may challenge the use of any non-approved bat with the home plate umpire.
6. Once bat is on the non-approved bat list. The bat will not be reinstated.
7. If a bat is non approved and is taken out of the game the scorekeeper will hold the bat and the league official will have the bat tested.

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